

# KNIGHTS & MAGIC

by Amazake no Hisago & Katou Takuji

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original book.*

Knights & Magic c18

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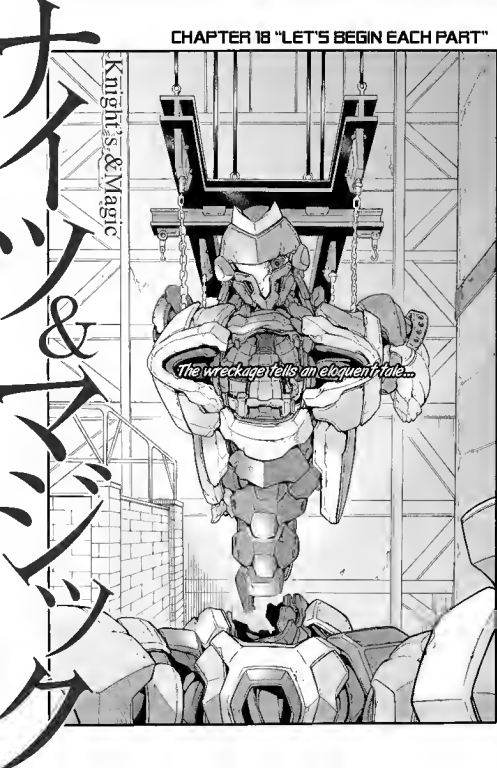
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## CHAPTER 18 "LET'S BEGIN EACH PART"

Knight's & Magic

*The wreckage tells an eloquent tale...*









I asked that bastard Di about this and he told me Guar is in this state because of you.



Smithing School,  
3rd Year  
David Hepken  
AKA: Boss

GUIT  
MESSING  
AROUND  
AND  
EXPLAIN  
THIS TO  
ME!



I have  
no idea how  
this could  
happen, so  
I can't even  
come up with  
a counter-  
measure at  
this point!



The whole body  
disintegrated from  
mana exhaustion...  
And when I looked  
at the pieces, they  
were all snapping  
apart inside from  
the stress



We just  
put in all new  
parts before it  
left for the field  
practice.

And  
look at it  
now!





So that's  
what that  
was... What  
a crazy stunt  
to pull off.



That's it...? Normal people  
can't calculate  
a silhouette  
knight's entire  
script on their  
own.

That's  
the whole  
reason why  
the magius  
engine is  
there...

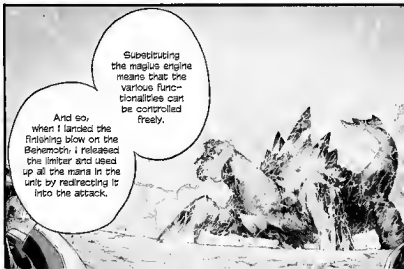


So what  
does that  
have to do  
with this guy  
disintegrating  
from the  
stoppage of  
mana?

Well, I'll take  
your word for  
it and leave it  
at that.



y...



Substituting  
the magius engine  
means that the  
various func-  
tionalities can  
be controlled  
freely.

And so,  
when I landed the  
finishing blow on the  
Behemoth, I released  
the limiter and used  
up all the mana in the  
unit by redirecting it  
into the attack.



OBVIOUSLY!  
YOU CAN'T  
POSSIBLY  
COME UP  
WITH  
SOMETHING  
LIKE THAT  
SO EASILY!

But  
I'm likely  
the only who  
would operate  
it like this, so  
there's no  
need to hurry  
and think of  
a counter-  
measure...



THEN IS  
IT YOUR  
FAULT THE  
LEG SNAPPED  
FROM STRESS,  
TOO?!

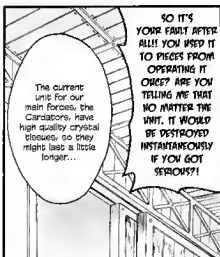


That  
is true!

おい!

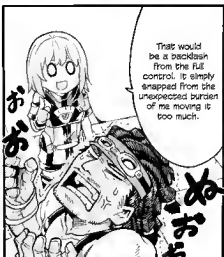
YOU IDIOT!!  
THERE'S NO  
COUNTER-  
MEASURE FOR  
THAT! FOR  
STARTERS, THAT  
LIMITER'S THERE  
TO COUNTERACT  
MANA EXHAUS-  
TION!!

けろり



The current  
unit for our  
main forces, the  
Cardators, have  
high quality crystal  
tessues, so they  
might last a little  
longer...

SO IT'S  
YOUR FAULT AFTER  
ALL!! YOU USED IT  
TO PIECES FROM  
OPERATING IT  
ONCE? ARE YOU  
TELLING ME THAT  
NO MATTER THE  
UNIT, IT WOULD  
BE DESTROYED  
INSTANTANEOUSLY  
IF YOU GOT  
SERIOUS?!



That would  
be a backlash  
from the full  
control. It simply  
snapped from the  
unexpected burden  
of me moving it  
too much.

おお

ぬ  
おお  
おお





Umm...



Man...  
If I can't  
improve this  
thing, I won't  
be able to  
save face as  
a blacksmith  
...

But there's  
nothing I can  
do about it  
right now, so  
I'll leave it for  
later—



In short,  
we have to  
increase the  
durability of the  
crystal tissues,  
right?

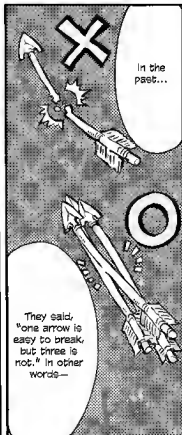
I have  
a good  
idea about  
that.



And  
there hasn't  
actually been  
much improve-  
ment in the  
past century.

Increase  
the durability  
of the crystal  
sleeves....? You  
know, alchemists  
have devoted  
themselves to  
research for  
years to do  
just that.







I call it,  
"strand crystal  
tissue"!



That's  
a sample  
weaving...  
But you  
can do it,  
right?



Now that you  
mention it, we  
never thought  
of using it by  
twisting them  
together.

Y-Yeah,  
it's not that  
difficult.





No one  
thinks of  
changing  
the actual  
construction  
of the  
muscles...

...Well, we  
normally think  
about the skeletal  
structure or  
muscle tension  
when it comes  
to improving  
silhouette  
knights...



Is  
that so?  
I think it's odd  
that it wasn't  
done until  
now.



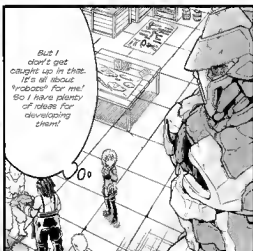
**HAHA,  
NOW THAT I  
KNOW, THIS  
SOUNDS  
INTERESTING!**

B-Boss  
is fired  
up...?!

**THIS IS  
PERFECT!  
LET'S TRY  
TESTING THIS  
OUT RIGHT  
AWAY ON THE  
ONE WE'RE  
SERVICING RIGHT  
NOW!**



*I thought  
this during  
class too, but...  
Silhouette  
knights are a  
copy of the  
human body.  
It seems  
they're bound  
by the ideas  
of "simplifying  
human  
strength"...*



*But I  
don't get  
caught up in that.  
It's all about  
"robots" for me!  
So I have plenty  
of ideas for  
developing  
them!*





...Let me ask you this, just for caution's sake...

For what reason...? And how?

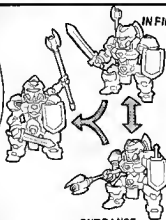


Sh? But... Isn't it normal to have two arms?



I thought of this during operating the silhouette knight the other day, but isn't it inconvenient only having two arms?

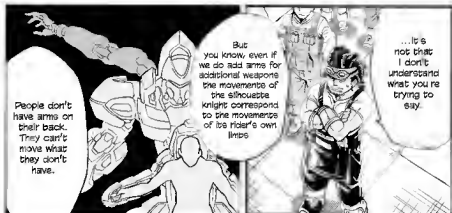
In which case, I think it would be good to attach arms to the back... and make it so you can use long range silhouette arms at any time.



OUTRANGE.

Yes... And I thought about how Silhouette knights use their weapons.

Silhouette knights have to switch weapons according to the range of their target, right?



People don't have arms on their back. They can't move what they don't have.

But you know, even if we do add arms for additional weapons the movements of the silhouette knight correspond to the movements of its rider's own limbs

...It's not that I don't understand what you're trying to say.



In short, it just needs to maintain its silhouette arms and fire them. In other words,

Your concerns are justified, but it's not that we're affixing real arms.

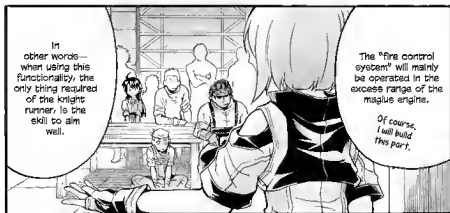


We then attach silhouette arms parts and a mechanism to control them, which will work with these two elements.

We simultaneously create a specialized "autodrive script", and "aiming functionality".



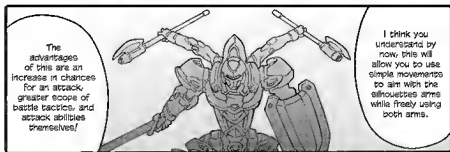




In other words—when using this functionality, the only thing required of the knight runner, is the skill to aim well.

The "fire control system" will mainly be operated in the excess range of the magius engine.

Of course, I will build this part.



The advantages of this are an increase in chances for an attack, greater scope of battle tactics, and attack abilities themselves!

I think you understand by now, this will allow you to use simple movements to aim with the silhouettes arms while freely using both arms.



I never thought I'd make a "presentation" in this world, but... just one more push now



Well, that's the gist of my proposal.

I'll fill in the specific details for construction as we go along, but... what do you think?



Don't you think that if there is a functionality you desire, that it's fine to make the form fit the function?



Although silhouette knights are modeled after the human form, in the end, they are tools and machines.

There is no need to blindly adhere to the human shape.



What are you saying?!



...Seriously, what the hell are you?

All of this... I don't understand why you want to build these things that have never been seen or heard of before.



.....



**YOU  
BUILD THINGS  
BECAUSE THEY  
DON'T EXIST!**

**IF  
THEY  
DID, YOU  
WOULDN'T  
BUILD  
THEM!**



**THIS  
GUY GOT  
ONE OVER  
ON ME!**

**TO HELL  
WITH COM-  
MON SENSE,  
IS IT?! I CAN  
WORK WITH  
THAT!**

**HAHA  
HAHA  
HA!!!**



I'M GOING  
TO HAVE YOU  
WORK YOUR  
BUTT OFF TOO,  
BOY!!



OUR MAIN  
PROFESSION  
AS BLACKSMITHS  
IS IMPROVING  
SILHOUETTE  
KNIGHTS, AFTER  
ALL!! RIGHT,  
BOYS?!!

Boss is getting  
more and more  
fired up...!!

IT'S  
FRUSTRATING, BUT  
YOU MAKE SENSE!  
THAT PROPOSAL OF  
YOURS SOUNDS LIKE  
SOMETHING A DEVIL  
ON MY SHOULDER  
WOULD WHISPER TO  
ME, BUT I'LL GO  
ALONG WITH IT!



Hey, Eru... I  
didn't understand  
all of that, but  
the silhouette  
knights are going  
to get stronger,  
right?

That's  
just what I  
wanted!



...Umm, then,  
you're going  
to go fight  
demon beasts  
again with the  
powered up  
silhouette  
knight, right,  
Eru-kun?

Yes,  
they are!





幻晶騎士の

戦闘開始!!

「幻晶騎士」の主人公、黒騎士。その圧倒的な戦闘力と、神秘的な能力を前に、誰もがその名を恐る。巨大魔獣が巨大人形兵器を、戦本格口ホムンクルス一巻の巻!!

漫画版  
第2巻



原作 天酒之瓢  
(ヒーロー文庫/主婦の友社)  
漫画 加藤拓哉  
キャラクター原案 黒銀  
定価本体510円(税別)

YG SQUAD CNIX.  
COMICS  
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ナイツ&マジック 最新刊

漫画版 3月23日 ほぼ同時発売!!!  
原作小説 3月25日 ほぼ

漫画版でも原作小説でもエルは猪突猛進!! どっちもチェック!!

「幻晶騎士の天敵」の  
森で遭難!?



原作小説  
第7巻

ホムンクルス大総隊で遭遇した未知なる魔獣、襲撃したエルとイカル力は、無事にも隊方の船団を逃がすも森へと迷い込んでしまふ。逃げかぎては「ナイツ」を「マジック」の迷子と誤った「ナイツ」も、彼らを待ち受けていたのは「巨大魔獣」の連発で「魔法無頼の二人」は、しかし、その魔獣の正体は「ナイツ」の「幻晶騎士」を、再び「ナイツ」が「ナイツ」で「ナイツ」の魔獣の正体は「ナイツ」の魔獣。同じく、



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